

Doomsday Engine - Feature #1433

Hexen style Hub system in Doom and Heretic

2006-11-08 04:28 - yagisan

Status: Rejected	Start date: 2006-11-08
Priority: Normal	% Done: 0%
Assignee:	
Category: Redesign	
Target version:	
Description I would like to see a hexen style hub system in Doom and heretic to facilitate showcase megawads in both of these games, (and in others such as doom64tc and wolftc). I don't actually see if it is implemented in the doom logic, but I think we should go for it.	
Labels: Gameplay	
Related issues: Related to Feature #1369: Dynamic map lists (episode structure) Closed 2004-12-15	

History

#1 - 2013-10-22 08:28 - skyjake

- Tags set to libcommon, Hexen, Doom, Heretic, Gameplay
- Subject changed from Hexen style Hub system in Doom and Heretic. to Hexen style Hub system in Doom and Heretic
- Category set to Redesign

#2 - 2019-11-29 18:44 - skyjake

- Status changed from New to Rejected